CREATURE CHART

A = Apathetic B = oBnoxious C = Carnivore D = Dangerous E = Enervor H = Herbivore M = Manic O = Omnivore

	TYPE	REACTION	ARMOR	ADV.	ATTACK	DAMAGE	SPEED	ATTACK RANK	DEFENSE RANK	DEFENSE SIZE	TO HIT	ISHO	CON	SPECIAL
Beagre	O	D	leather -2	+2	2 claws bite	knife -4 bite -3	3d6+6	14	13	-2	-3	1d6-2**	1d3+2	Packs of 3d6-1d6 (<1=1)
Bochigon	O	B	leather -2	-2	kick	thombo kick +3	3d6+3	14	16	+3	body +4 legs -1, head -3	–	4d6+4	Vulnerable underbelly
Clemmisin	H	A	leather +1	+2	2 claws bite	knife +2 bite +4	2d6+2	17	16	+3	body +5 legs +1, head -1	1d6	3d6+4	Soft abdomen
Corondon	C	M	thailierian for chest and body	–	4 claws bite dysha	sword bite	1d6	15	5	+4	body +6 arms -3, legs +3 head +4	2d6x2d6+30	5d6+20	Dyshas: lightning blast, lightning strike, penetration bolt, power hold, suspension orb on 11
Cougar	C	D	–	+2	2 claws bite	knife -3 bite -1	3d6+5	14	13	–	body -1 legs -4, head -7	1d6	1d6+6	Packs of 1d6
Creshi	C	D	+3	–	bite	bite -1	3d6+7	11	11	-4	body +5	1d3	1d3+1	Schools of 3d6+10
Crill	C	B	–	–	bite	knife	2d6+20 fly 2d6 ground	11	11	-3	body -7 wings -3, head -8	2d6	2d6+2	Flocks of 1d3; boc-rod in tail protects from isho attack
Daij	E	M	–	+4	2 dyshas	dysha	2d6	13	4	-3	-1	8d6x1d6	1d6+3	Packs of 2d20. Electrical bolts; dyshas: isho drain, lightning blast, power orb on 14
Dharmac	C	B	leather	–	2 claws bite	knife bite	3d6	13	12	–	head -5	1d6-2**	1d6+5	Amphibious Sometimes hides in mud
Dharmee	C	M	carapace -2	–	2 claws bite	knife -3 bite -3	3d6	13	12	-1	head -5 legs -4	2d6	1d6+5	No armor on hindquarters; hides underground
Dichandra	O	D	carapace	–	4 fists	club	2d6	12	9	+2	body +1 arms -5, legs -3, head -7	2d6	3d6+5	Surprise attacks No armor in front
Do-odreh	C	B	leather -2	+2	entangle needle teeth	fist -2 bite +2	2d6+4	13	6	-1	body +3	–	2d6+2	Strangle*
Dothobider	H	A	leather	-3	kick horns (male)	thombo kick knife +2	2d6+6	11 8	7 4	+1	body +4 legs -2	4d6	4d6+4	Herds of 3d100
Dreglamon	C	M	leather	+2 +5 on 1st	4 bites spit rock	bite +2 rock +2	1d6	7	15	+4	body +4 -2	1d6	4d6+5	Spits rocks at prey
Duradon	C	D	–	-2	claw bite	knife -3 bite -1	2d6+10 fly 2d6 ground	16	18	+4	body +5 wings +4, legs -1, head -4	4d6	5d6+10	
Farg	C	M	–	–	2 arms beak	club +2 knife	2d6	13	16	+4	body +6 arms -2, head -5	1d6	1d6+5	
Giddle	H	M	–	-3	bite	bite -2	2d6+12	7	9	-1	-4	1d3	1d3+1	Evades on 13
Giggit Stage 2	C	M	–	+2	2 arms bite	sword bite	3d6+6	13	16	-3	body -5	–	1d3+2	Cleash may be nearby
Stage 3	C	D	leather	-2	bite	bite	1d6	10	12	-3	body -3	–	1d3+4	
Harn	C	D	leather	-2	sandblast	club -2 twice	1d6+6	9	17	-1	body -2, arms -4 legs -3, head -8	3d6	2d6+4	Underground chambers
Horse	H	A	–	-2	kick	thombo kick -1	2d6+15	10	14	+2	body +5 head -5	–	2d6+8	Herds of 1d3
Locure	C	D	grunder	+6	claws dysha	knife -2	3d6+5	16	14	+4	body +5 head -2, arms +2	2d6x3d6	4d6+4	Dyshas: lightning strike, power orb

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Lothern	H	A	–	-4	trample	thombo kick +2	2d6	6	8	+4	body +5 legs +1, head -1	2d6	4d6+3	Slow and stubborn
Mandare	C	M	leather +2	–	bite	bite	3d6	7	3	+5	body +6 neck -4, head -7	1d6	4d6+5	Leaves trough in ground
Merbian	H	A	–	-2	claw	knife -3	1d6+2	5	6	-1	body +3, head -2	2d3-1	1d6+1	Herds of 1d6+4
Nemsis	C	M	–	–	digestive juice	special	1d6	14 (initial)	–	–	–	–	–	-4 to Spot. Digestive juice dissolves limb or creature in 2-1/2 hours. Only hurt by fire.
Pibber	H	A (If thisting:	– carapace	+3	claw 2 claws	knife -5 knife -2	2d6+15	7 14	7 14)	-3	-4	2d6	1d6+4	Packs of 1d6x1d6x1d6 Hisses if thisting
Sankinslan	O	A	leather -2	-2	constrict	club -3	3d6	9	12	-2	-4	1d3	1d3+2	Strangle*
Scrade/Wasto	C	D	carapace	+2	sherrid	sword	3d6	7	7	-1	body -1 arms -5, legs -3, head -8	1d3-1**	1d3+3	Packs of 1d3. Drops from trees or springs up
Scragger	C	M	–	+5	bite	bite	3d6	9	8	-2	-2	1d6-2**	1d6+3	Packs of 1d6 Saliva contains toxin
Sirra-sloth	O	A	leather	-2	4 claws bite	knife +1 bite +4	1d6+3	14	12	+1	body +3 legs +1, head -2	1d6+2	2d6+5	Scares tarro
Slutch	O	D	carapace	+2	gas	bite +3	1d6	11	3	+3	body +3 arms -2, head -2	2d6	2d6+2	Must stay near water
Talmaron	H	A	–	-2	2 claws bite	knife -2 bite	2d6+10 fly 2d6 ground	8	11	+2	body +3 wings +2, legs-1, head -1	4d6	3d6+5	Flies by isho; won't fly in isho storm
Tarro Borkelby	O	D	–	+2	4 claws bite	knife +2 bite +1	3d6+3	15	12	-1	arms -3 legs -1, head -3	3d6x3d6	4d6+1	Screeches. 75% chance stiff dysha
Plain	O	B	–	+2	4 claws bite	knife -5 bite - 5	2d6	11	11	-2	body -3 arms -7, legs -5, head -9	2d6x3d6	2D6+4	Screeches. 50% chance stiff dysha
Pocket	O	B	–	-3	4 claws bite	knife -5 bite -5	1d3+2	8	7	-3	body -5 arms -8, legs -7, head -9	2d6x3d6	1d6+2	Screeches. 50% chance stiff dysha
Stiff-backed	O	D	–	+2	4 claws bite	knife -1 bite -1	3d6	13	11	-1	body -1 arms -3, legs -3, head -5	3d6x2d6	3d6+2	Screeches Dysha: stiff
Thombo	H	A	leather	–	kick	thombo kick	3d6+5	12	15	+2	body +5 legs +3, head -1	2d6	3d6+6	Smell like mildew
Vodra	C	M	carapace	+2	4 tentacles dysha	knife	3d6	14	4	+1	tentacles -5	4d6x 1d6	2d6+4	Dysha: frost bolt 1d6 crystals X 1/3 Con Flocks of 1d3 or 1d100
White Mandare	C	M	leather +2	–	bite dysha	bite	3d6	7	4	+5	body +6 neck -1, head -7	6d6x10	4d6+7	Casts dyshas of Du, Desti, Ebba, & Gobey
Wolf	C	D	–	–	bite	bite -1	2d6+5	13	15	-1	body -2 legs -3, -4	1d6	2d6+3	Warp savvy. Can interfere on 1

*Strangle: Roll against Strength to breathe on successful attack. Failure means no air; if failure occurs on six consecutive rounds, defender falls unconscious. Roll against Con to regain consciousness; failure for four rounds means victim has died.

**Some creatures are incapable of holding large quantities of isho. If the result is below zero, the creature loses isho as quickly as it comes into its body.